

ABSTRACT

A method and apparatus for playing a wagering game using cards having numeric value associated therewith is disclosed. In one embodiment each player is dealt four cards which are set into a two card high hand and a two card low hand. A comparison occurs to determine one or more winning hands, tie hands, or losing hands. In one embodiment the ranking is based on, in numeric order, the highest pair, followed by the least significant digit of the numerical sum of the two or more cards with the goal being closest to be closest to nine, and finally, the case of ties, the hand having the highest ranking single card. In one embodiment the player or the player/banker must win both the front hand and the back hand to collect or win the wager.